

## **ARI Contractor Report 99-01**

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### **Development of Prototype Combined Arms Training Strategies and Battalion Level Training Models (BLTM)**

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# **FINAL TECHNICAL REPORT: DEVELOPMENT OF PROTOTYPE COMBINED ARMS TRAINING STRATEGIES AND BATTALION LEVEL TRAINING MODELS (BLTM)**

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## FINAL TECHNICAL REPORT

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# **DEVELOPMENT OF PROTOTYPE COMBINED ARMS TRAINING STRATEGIES AND BATTALION LEVEL TRAINING MODELS (BLTM)**

## **I. INTRODUCTION**

In response to changing missions, congressional concerns, and budgetary pressures, the Department of the Army has assigned a high priority to updating unit training strategies and Battalion Level Training Models (BLTM). It is imperative that training and resource allocation strategies be optimized in order to maintain a combat ready force during these uncertain times. The goal of the training modernization effort is to ensure a ready force and enhance the Army's readiness management tools. Under the sponsorship of the Office of the Deputy Chief of Staff for Operations - Training (ODCSOPS-TR), the United States Army Research Institute for the Behavioral and Social Sciences (ARI) is managing the revision of the Army's Combined Arms Training Strategies (CATS). Under the CATS revision program, ARI has established as the first step a project to design and develop training and resource allocation strategies for an Armor (M1A1) Battalion's combined arms training program.

The Armor Battalion's strategy will serve as a prototype for guiding and standardizing the developmental efforts of nine other military Subject Matter Expert (SME) teams that will develop training strategies for other battalion types. In developing the prototype, the Armor SME team created a methodology which satisfies the requirements of ODCSOPS-TR and is suitable for application across all other battalion types. Standardization of processes and products were key objectives of the prototype project. The major product of the BLTM prototype effort is a matrix linking required training tasks to specific exercises, prerequisites, level of participation, desired outcome, etc. In essence, the matrix is seen as a template for structuring development and documentation of the full set of training strategies. Development team SMEs and TRADOC CATS representatives have reviewed the prototype matrix in draft form. The suggestions and recommendations from the review process were incorporated into the matrix to produce a refined template. This review process has ensured that the development methodology is suitable for every type of battalion.

## **II. OBJECTIVE**

The purpose of this report is to document the development of a training model which supports an Armor (M1A1) Battalion's combined arms training strategy. This Battalion Level Training Model (BLTM), with its training and resource allocation strategies, will serve as a prototype for guiding and standardizing the combined arms training strategies of nine other battalion types. This report includes a project summary, the prototype development methodology, a description of the CATS Matrix, and the Revised Draft Armor BLTM.

## **III. PROJECT SUMMARY**

We initiated the project by preparing a comprehensive work plan to guide the effort during the four month period of performance. Our plan clearly defined the objective of the

project and the intended purpose of the prototype training strategy. This project consisted of two thrusts; the first thrust involved the design/development of a methodology or a system of principles, procedures, and practices that could be applied across many different types of battalions to guide and standardize the implementation of combined arms training strategies; the second thrust called for applying this methodology to implement a Battalion Level Training Model (BLTM) which supports an Armor (M1A1) Battalion's combined arms training strategy and serves as the prototype for the development of training strategies for other battalion types. The two thrusts advanced as part of an iterative design/implementation process. The Prototype Development Methodology and Draft Revised Armor Battalion BLTM which are contained in this report are the two products of this iterative process.

Within the project work plan we provided a technical overview to describe the problem and our technical approach to the solution. The essence of our challenge involved how to structure the unit training strategy and which framework, AMTP or BOS, would provide the organizing structure during the development of the Armor (M1A1) Battalion's training strategy and Combined Arms Training Strategy (CATS) matrix.

Focusing on specific missions/tasks (AMTP) performed provides the training developer with fine-grained information regarding mission performance by echelon. Conversely, the aggregation of individual tasks at the BOS level yields a macro-level amount of information regarding performance effectiveness which is not as useful in developing programs designed to train a unit to be able to perform its mission essential tasks. Accordingly, a level midway between these two extremes was sought in order to provide sufficient information concerning unit performance without being overly burdensome (task level) or overly broad (BOS level). The solution was found in the use of the concept of Critical Combat Functions (CCF). Critical Combat Functions provide for horizontal and vertical integration of tasks between echelons and Battlefield Operating Systems (BOS). The Critical Combat Functions form the basis of a strategy for battalion task force combined arms training that is more granular than an approach based on the seven Battlefield Operating Systems and more macro than an approach based on the myriad of tasks contained in AMTP.

Critical Combat Functions (CCF) are defined as the integration of related participants and tasks that represent a source of combat power. The execution of Critical Combat Functions provides maneuver commanders at all echelons with a definable outcome that materially affects the battle. Critical Combat Functions were derived by decomposing the seven Battlefield operating systems and aligning the results with TRADOC's Blueprint of the Battlefield (TRADOC Pam 11-9). Thirty-nine Critical Combat Functions were identified as being applicable to U.S. Army 'Tactical Echelon' levels of command (division and below). Of the thirty-nine Critical Combat Functions, analysis has determined that twenty-four are applicable to heavy battalion task force operations. Appendix A of this document contains a list of the Critical Combat Functions applicable to a heavy battalion task force.

The Critical Combat Functions were analyzed using the functional approach. The functional approach allows appraisals on: inter and intra BOS relationships; inter and intra echelon relationships; inter MTP relationships; and information flow. This approach does not

seek to address functional relationships based on a particular mission type (e.g., deliberate attack, hasty defense).

The functional approach focused on the commander, staff, key leaders at each echelon, and processes. The functional approach allows analysis of the horizontal and vertical linkages between leaders and staff by identifying tasks, participants, and information/product input and output required to achieve the Critical Combat Function's purpose.

Detailed task analyses have been performed for each relevant Critical Combat Function. Derived from an extensive search of Army doctrine, primarily field manuals, and mission training plans, as well as a study of Army Lessons Learned and interviews with National Training Center Observer/Controllers, the resulting task analyses are meant to be used by analysts in designing training strategies. The task analyses of Critical Combat Functions are useful to trainers, training developers, and force designers because they identify principal participants; interaction with higher, lower, and adjacent headquarters; information required by the task force headquarters in order to accomplish the function as well as the information which the task force must produce so that others can perform their tasks; the interaction and relationships with other Critical Combat Functions; necessary subordinate proficiency; and relevant lessons from the Center for Army Lessons Learned; as well as the tasks and sub-tasks (battle phase, e.g., Plan, Preparation, Execution).

The task analyses have laid the groundwork for the design of a training strategy which will permit a commander to tailor combined arms events in terms of scope and size, to address specific training deficiencies, to sustain proficiency, and to train new members of his staff. The commander will have a useful tool to facilitate his appraisal of BOS relationships and the linkage of events to battlefield outcomes. He will have an easier way to diagnose the effect of actions/events/individuals/processes that require more collective training. He will be able to attack these shortfalls by training separate pieces.

The Critical Combat Functions provide a moderate level of aggregation between the very detailed tasks in the Mission Training Plans and the more global Battlefield Operating Systems; analysis of the functions results in a description of horizontal and vertical linkages across echelons, thereby specifying the functional dependencies which influence performance. The specification of principal participants, procedures, and information flows yields a mapping of communication and coordination requirements for effective performance.

The structuring of collective training based on training functions is a new approach to achieving and sustaining the requisite proficiency to meet the difficult challenge of coordinating and integrating the combined arms. We believe that this research has demonstrated the efficacy of the functional approach for making better use of shrinking resources available for training combined arms. This approach to developing combined arms training strategies can be extended to encompass the light as well as the heavy forces and to cover the echelons of brigade, division, and corps. It is also feasible to analyze the functions of the Special Operations Forces in an analogous manner.

#### IV. PROTOTYPE DEVELOPMENT METHODOLOGY

The methodology associated with the prototype training strategy will standardize the development of the modernized training strategies. The standard method is established as a fourteen step sequence of procedures (see table 1).

**Table 1**

##### Outline of Development Steps

- 
1. Assemble information about target battalion and its training environment (Task Analysis)
  2. Identify required tasks for given battalion (Task Analysis)
  3. Verify that tasks are essential (Task Analysis)
  4. Confirm coordination/integration/synchronization tasks are sufficient (Task Analysis)
  5. Determine required frequency of training tasks
  6. Identify events and media suitable for each task
  7. Determine event/media mix repetitions/variations of each task
  8. Estimate duration of each training exercise
  9. Characterize quality of each exercise
  10. Define training audience for each exercise
  11. Specify enabling tasks (gates) for each exercise
  12. List enabling resources/conditions for each exercise
  13. Describe purpose and expected outcome of each exercise
  14. List special considerations, constraints, contributing factors
- 

##### Step 1: Assemble information about target battalion, including the training environment.

In general, this information will include METLs, inventory of TADSS on hand, current unit training programs and calendars, and training environment information (e.g., figures for turbulence and turnover). Missing information will be pursued, and questionable information will be verified.

Step 2: Identify required tasks for given battalion. For each battalion type and location (CONUS and USAREUR), the associated team will perform a "mini" front end analysis to determine the critical tasks for the unit to fulfill its assigned missions. Requirements for strategic deployment, fighting (all three core missions), and sustainment will be addressed. Deployment refers to those tasks that directly support the unit's deployment and deployment readiness. Under fighting fall those tasks directly supporting the unit's proficiency in mission essential tasks (minus deployment tasks). Fighting tasks for maneuver units will derive from the movement to contact, deliberate attack, and defense in sector missions designated by ODCSOPS. For combat support and combat service support battalions, fighting tasks will derive from generic (functional) missions. Sustainment normally includes activities supporting soldier morale, unit esprit, family support, safety, systems, equipment and facilities.

The tasks resulting from the analysis (e.g., movement to contact, perform command and control) will be defined within the framework of a mission/task template which includes all



echelons from crew/individual up through battalion task force level. The mission/task template will include the requirements for the deployment, fight, and sustainment phases. An important part of this analysis will be the identification of tasks required for coordinating, integrating, and synchronizing combat forces. Appendix C contains a pictorial representation of a mission/task template. The principal resources for this analysis will be the relevant MTPs, Field Manuals, and the family of CCFs. The CCFs will guide the analysis and largely organize the outcome. The inventory of mission-critical tasks will then be organized in an integrated list spanning battalion, company, platoon, and crew echelons. Individual tasks will be included only if they are critical prerequisites (Gate Tasks) that contribute to collective task performance. Time for soldier skills training/testing and AR 350-1 individual requirements will be included on the training calendars. Special and post schools for the individual soldier will not be included on the training calendars.

Each team will maintain an audit trail of its task lists, taking special care to document MTP tasks which are dropped or added and the supporting rationales.

Step 3: Verify that tasks are essential. Each team will review its integrated list of tasks to confirm that each task is a valid requirement. Where feasible, input from other SME teams and from TRADOC and unit personnel will be obtained. If any tasks are identified as non-essential they will be removed from the list, with appropriate audit trail documentation.

Step 4: Confirm coordination/integration/synchronization tasks are sufficient. Each team will review carefully the list resulting from step 3, focusing on those tasks responsible for coordinating, integrating, and synchronizing battle activities. Tasks related to these functions will be examined to determine if they are sufficient to optimal timing across battlefield elements. Factors important in this assessment include intra- and inter-echelon relationships, inter-unit relationships, intra- and inter-BOS relationships, and information flow patterns. Input will be obtained by from other SME teams and from TRADOC and unit personnel, as appropriate. Where gaps are identified, tasks will be added to the list and noted in the audit trail. The source of each added task (e.g., field manual) will be noted. Internal review of the task lists, along with related issues, will be accomplished before proceeding to the next step.

Step 5: Determine required frequency of training tasks in the context of training guidance. Working with the final list of tasks, the team will estimate the frequency per year with which each task should be trained to counter the effects of forgetting and personnel turnover/turbulence. The SMEs will rely heavily on their own judgment regarding practical limits on retention of training. As feasible, team members will obtain input from unit and TRADOC personnel, as well as other SME teams. The team will also consider the training interval, i.e., time between repetitions, in terms of the point beyond which acceptable proficiency is likely to be lost.

Step 6: Identify events and media suitable for each task. The specification of how each task is to be trained is a critical component of the development sequence. In the first of two steps, the team will identify the candidate means -- events and media -- which could feasible serve to train a given task. Events refer to the type of exercise, such as FTX, CPX, tactical exercise without troops (TEWT), etc. Events contained in FM 25-100 and FM 25-101 will

generally be used in this step. Media refer to the type of training technology or technique, such as SIMNET, Janus simulation, and so forth (see table 2 for a list of training media). TADSS generally represent various training media, and new TADSS will be considered in inventorying candidate media where appropriate. Examples of new TADSS include CCTT, the Aviation Combined Arms Tactical Trainer (AVCATT), the Battle Staff Training System ( a computer-based instruction application), SIMUTA training support packages for SIMNET and Janus training, and STOW (a seamless architecture integrating live, virtual, and constructive simulations). This step eventually will result in an inventory of available and planned training methods for each task.

Step 7: Determine event/media mix for repetitions/variations of each task. The outcomes of Steps 5 and 6 will feed this step. From step 5, the team will identify the number of repetitions of a given task in a unit training year. Each task repetition will then be allocated to a specific combination of event and media from the inventory prepared in Step 6, each combination defining a discrete training exercise. For example, four attack tasks in a training year might be allocated to an FTX, an STX using SIMNET, a CPX using Janus, and a CPX using Brigade/Battalion Simulation. Selected exercises may be "nested" within larger-scope exercises; for example, a platoon FTX might be allocated within the context of a company FTX. Nesting may also occur along task dimensions, where sub-tasks are nested within higher-order tasks. The judgment of the SMEs, TRADOC experts, and unit personnel will drive this step. Optional events and media may be specified, at the discretion of the SMEs. In selecting media, TADSS will be leveraged as much as possible to reduce the operational costs of training programs. As part of Step 7, teams will identify linkages among multiple tasks being trained in a single event. They will also point out the constraints imposed by the media selected (e.g., SIMNET's limitations for training certain sub-tasks). The product of this step will be a catalog of training exercises forming the heart of the battalion's modernized training strategy.

## **Table 2**

List of Major Training Media Applicable to Battalion and Below (source: U.S. Army Training and Doctrine Command, 1994)

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### **I. Live Simulation**

- Multiple Integrated Laser Engagement System (MILES)
- System-specific training aids and devices
- Combat Training Center Components (NTC, CMT, JRTC)
- Precision Range Integrated Maneuver Exercise (PRIME)

**Table 2 (cont'd)**

List of Major Training Media Applicable to Battalion and Below (source: U.S. Army Training and Doctrine Command, 1994)

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II. Virtual Simulation

- Unit Conduct of Fire Trainer (UCOFT)
- Platoon Gunnery Trainer (PGT)
- Aircraft Simulators (AH-64, AH-1, UH-60, CH-47, etc.)
- Combat Mission Simulators (Aviation)
- Flight Weapon Simulators
- SIMNET Training Centers
- SIMNET-based SIMUTA Training Support Packages
- Close Combat Tactical Trainer (CCTT)
- Aviation Combined Arms Tactical Trainer (AVCATT)
- Fire Support Combined Arms Tactical Trainer (FSCATT)
- Engineer Combined Arms Tactical Trainer (ENCATT)

III. Constructive Simulation

- Janus/Battle Focus Trainer
- Janus-Mediated Staff Exercises (JMSE)
- Urban Combat Computer-Assisted Training Simulation (UCCATS)
- Brigade/Battalion Battle Simulation (BBS)
- Battle Staff Training System
- Combat Service Support Tactical Simulation System

IV. Aggregate Simulation

- Synthetic Theater of War (STOW)
- 

Step 8: Estimate duration of each training exercise. For each training exercise, the team will estimate the amount of time required to conduct the training. The estimation process will not include training management or coordination activities, but will encompass start-to-finish requirements for plan-prepare-execute and monitor-plan-direct activities. The estimate will be based on the SMEs' experience and judgment, input from unit personnel, and input from TRADOC experts. The time required to repeat training when initial performance does not meet standards will be considered. The resulting family of estimates will be of use to unit personnel in managing their training activities, and also to HQDA staff personnel in computing cost factors.

Step 9: Characterize quality (realism) of each exercise. The quality of training depends a great deal on the realism of the conditions created by the training method. As a key parameter influencing the planning and execution of training, the quality of training is important in selecting among optional media and in sequencing exercises. To avoid overly subjective factors in gauging the quality of various training exercises, the revised training strategies will incorporate criterion-

based indicators of training quality. For each training exercise (i.e., combination of event and media) the SME teams will assign a scalar index of overall quality. The following scale will be used: A, CTC training; B, CTC quality training (e.g., FTX); C, gate quality for task or echelon (e.g., SIMNET STX); and D, refresher training or basic skills training (e.g., MAPEX, TEWT). Care will be taken to ensure that all SMEs follow the criteria listed in Table 3 when assigning a scale value to a given exercise. Input from TRADOC and unit personnel will be obtained, as appropriate. It is recognized that the quality scale is subjective, in the absence of quantitative criteria for exercise fidelity. However, based on their experience, SMEs will apply their knowledge of the fidelity of cues and responses in a particular training environment compared to the cues and responses found in the combat environment.

Step 10: Define training audience for each exercise. An important element of each training strategy is the specification of the organizational elements and personnel required to participate in the training exercise. The echelon involved, the nature of the exercise (e.g., staff vs. maneuver), the specific media, and involvement of other units all influence the required training audience. Based mainly on the experience and judgment, each team will determine the required participants for the complete set of training exercises cataloged for their respective battalion. Elements and individuals from outside the battalion (e.g., task force slice) will be included in the determination. Sufficient specificity to support the computation of cost factors will be included.

Step 11: Specify enabling tasks (gates) for each exercise. Effective accomplishment of training exercises demands that all participants be prepared to benefit from the training. In another sense, participants must be able to execute their tasks without disrupting the event or its sub-tasks. Accordingly, "gates" are well established in the Army's training programs. Gates are defined as levels of proficiency or qualifications necessary to proceed into the planned exercise. Updated gates will constitute a critical component of each modernized training strategy. Covering the entire training audience, specific gates will be designated in terms of enabling tasks selected to ensure that participants and organizational elements are ready to perform their tasks during the training exercise. As appropriate, gates for units, sub-elements, and individuals will be included. Tasks specified as gates will be identified definitively, and the logic for their selection will be documented.

Step 12: List enabling resources/conditions for each exercise. The team will specify any special resources or enabling conditions required to accomplish each training exercise. Examples of special resources include opposing forces, observer/controllers, training support packages, training aids and devices, and semi-automated forces operators. Examples of enabling conditions might include train-the-trainer sessions, creation of exercise-specific training materials, train-up of special equipment operators, and scheduling of special facilities. The intent of this step is to highlight critical enablers, especially those which might be easily overlooked or difficult to obtain.

Step 13: State outcome supported and purpose of each event. To ensure that each exercise's contribution to the overall training program are clear, the team will describe both the purpose and expected outcome of each training exercise. In general terms, the outcome

supported will be expressed as the ultimate objective of the training described, in terms of a capability to be achieved. The training outcome might be stated with reference to capability for accomplishing specific CCFs or a particular characteristic of one or more mission types. The description of the event's purpose will explain how the training event contributes to achieving the overall outcome. The purpose statement should make it apparent why the particular training means was selected. The information resulting from this step should help the training audience understand and appreciate the value of their training efforts.

Step 14: List special considerations, constraints, contributing factors. As the final step in the development methodology, the SME team will analyze each training exercise to identify special considerations, constraints, and contributing factors which unit leaders and trainers should be aware of. For example, specific guidance or cautions regarding the planning or execution of a training event may help enhance the benefit realized by the unit. Suggestions for achieving cost or time savings (e.g., by combining train-up activities with another exercise) might be appropriate. Clarifying notes may help trainers understand how tasks and events relate to one another. Collectively, the information from this step will help unit leaders and trainers make wise training program decisions and get the most out of their training resources.

The prototype methodology standardizes the development of the modernized training strategies. Steps 5 through 14 are generally iterative - they will be repeated for each major task. Steps 8 through 14 will be repeated for each task variation constituting a discrete exercise. Basic guidelines for implementing these steps can be found in the sections of this document that cover the CATS Matrix Format and the Guidelines for Completing the CATS Matrix.

Our efforts (prototype methodology and revised Armor BLTM) to develop the new CATS are built on the current CATS, present training doctrine, and unit experience and needs. In accordance with customer guidance, three types of missions are included: movement to contact, attack, and defense. The use of virtual and constructive TADSS, balanced with live Tactical Engagement Simulations (TES), are emphasized to reduce training costs as well as time to train. The complete spectrum of operations - deploy, fight, and sustain - will be covered during the development of the training strategies for the nine additional battalion types. Within each CCF, both plan-prepare-execute tasks for maneuver elements and monitor-plan-direct tasks for staff elements are incorporated. Tasks, conditions, and standards are to be included in the models, and gates (training prerequisites) will be an important component. Development of the strategies will take into account the modern unit training environment, which includes high personnel turbulence and turnover, installation requirements to maintain the training base and power projection base, and soldier quality initiatives.

**Table 3****Quality Criteria for Unit Training Events**

Criteria	Level A	Level B	Level C	Level D
Combat Fidelity	CTC; Multi-echelon, force-on-force, combat-like conditions	CTC equivalent; Multi-echelon performance under combat- like conditions	Medium fidelity Part-task training may be TADSS supported	Low fidelity individual or crew/team training con- ducted in units
Evaluation	External	External or Internal	Internal	Internal or Media-driven
OPFOR	Required, to doctrinal standards	Required, to doctrinal standards	Simulated or absent	Notional or absent
Firing Mode	Live fire or MILES, indirect fire marking	Live fire or MILES, indirect fire marking	Simulated or not executed	Individual/ crew or not executed
Confidence in Readiness Assessment	Highest	High	Moderate	Low

**V. CATS MATRIX FORMAT**

The result of the 14-step methodology described above will be a complete set of task-based training program specifications for a given type of battalion in a particular setting. As the specifications are developed task by task, the SME team will organize them in a standard CATS Matrix format (see table 4). Once the team has finished its basic development activities, the team members will examine the matrix thoroughly. The team will assess the completeness and organization of the training tasks, the allocation of training events and media, the adequacy of the training parameters specified, uniformity of the level of detail, consistency of expression and terminology, and the overall accuracy and sufficiency of information. Adjustments to the matrix will be made, as necessary.

**Table 4**

**CATS Matrix Format**

[1] Task	[2] Freq (A) Interval (B)	[3] Est Time to Train	[4] Means: Event(C) + Media(D)	[5] Quality [A-D]*	[6] Train Unit	[7] Prereq Train Gates	[8] Remarks Outcome (E) Purpose (F) Special Comments (G)

**\* Event Quality Scale**

A = CTC training; realism sufficient to permit appraisal of training readiness for  
USR

B = CTC quality training; realism sufficient to permit appraisal of training  
readiness for USR

C = Gate quality for task or echelon

D = Refresher training; basic skills training

**VI. GUIDELINES FOR COMPLETING CATS MATRIX**

The guidance for completing the CATS Matrix are described below. A complete CATS Matrix will be prepared for each type of battalion in CONUS and USAREUR. The guidelines are organized according to the eight columns found in the Matrix. A number in brackets refers to a specific column, and a letter in parentheses refers to an element within a specific column. The numbers and letters appear on the Matrix above for cross-reference. For example, [5] refers to the quality column, and (C) refers to the "Event" element within the "Means" column.

- [1] Identify task(s) to be trained in event [3] to contribute to outcome [8] reflected as focus of training strategy.

Primary Source: MTP

Secondary Source: FM

Identify each task by MTP task title and ID number. If task isn't in an AMTP, cite the FM by number, title, and pages. Identify significant sub-tasks.

- [2] (A) Frequency = number of times per year required to train a task.  
(B) Interval = time in months and weeks between repetitions of a task.

(A) is driven by turbulence and "forgetting curve". Data to support estimate of (A) is derived unit experience (test bed), unit commander's judgment, TRADOC proponent's judgment, and your judgment. [Anticipate that (A) will be refined as a result of testing]

(B) is driven similarly to (A). The difference: in (B) you are describing the amount of time that it takes to reach the point where there is a high risk that acceptable proficiency will be lost.

- [3] Describes amount of time it takes to train the task [1] by the event and media ([3C], [3D]) selected.

This is your estimate based on the data from the units and TRADOC, as well as your own experience. (Anticipate that [4] will be refined as a result of testing).

- [4] Describes how the task will be trained.

(C) describes the type of exercise or the way in which the tasks will be trained. Use events described in FM 25-100/101. Examples of (C): FTX, CPX, TEWT. STAFFEX is not in FM 25-100/101, but it is correct to use STAFFEX as an event. It is necessary to describe the extent/dimensions of the STAFFEX.

(D) describes the method selected for the event. Examples of (D): BBS, Janus.

Note 1: It is necessary to identify the tasks that will be trained in the event.

Note 2: It is necessary to identify linkages to other tasks being trained in the event. Do so in [3]. It is satisfactory to group tasks to identify them. Amplify in [8].

Note 3: It is necessary to identify constraints on training the task by the media selected, e.g., tasks or partial tasks not trained. Reflect in [8].

- [5] Describes the quality of the realism of the event combined with the media. Described in four levels, as shown on the Matrix.

- [6] Describes the participants who must participate in the event and media described by [3C], [3D]. It is necessary to be specific enough to enable costing computations. Use common sense collective nouns for commonly used groups such as CO/Team, Bn/TF. Analysis must include participants from other units, e.g., for combined arms training of the TF defense, it is necessary to include artillery, engineers, and other arms in the event.



- [7] Describe enabling tasks required to conduct the event in the media described in [3]. Gates describe a level of proficiency to enable the event [3] to be conducted effectively.

Considerations:

- 1) The entire training audience must be ready to benefit from training in the event [3].
  - a) Each principal participant and participating sub-element must be ready to perform their tasks (supporting or enabling tasks) during the event [3].
  - b) Each of the foregoing should have reached a level of training to preclude negative training, interference with the rest of the training audience, and injury.
- 2) Consider the proficiency level the entire training audience must achieve in order to progress in the training strategy.
- 3) It is not necessary that the training audience be "T" in the enabling tasks; it is necessary that they be "good enough" re: a) and b) above. Remember that the training audience will get practice in the enabling tasks during execution of the event [3].

Items 1, 2, and 3 should be considered when determining frequency/interval [2], means [3], and time required to train the task [4].

Guidance:

Be specific as to tasks (name, MTP, and MTP number) identified as gates. Explain logic for gate selection in "Remarks" column [8]. Identify gates for each principal, individual, participant and unit.

- [8] (E) Describe the outcome or outcomes being supported by the event [3]. This should be the ultimate objective of the training described, in terms of a capability to be achieved. Outcomes should be based on the battalion's accomplishment of specific CCFs or a specific characteristic of one or more of the three types of missions. Identify as "Outcome Supported."

(F) Describe the purpose of the event [3] in terms of how the event [3] and tasks [1] contribute to accomplishing the outcome. Include the rationale for selecting the media [3D]. Identify as "Purpose of Event."

(G) Provide information which will:

- 1) Clarify logic for any of the columns, 1-7.
- 2) Identify cautions or specific guidance in training the task or tasks [1].

## **VIII. ARMOR (M1A1) BATTALION DRAFT REVISED BLTM**

Appendix B contains the CATS matrices for the Armor (M1A1) Battalion's Draft Revised BLTM. The Revised BLTM is a multi-echelon (Task Force, Task Force Staff, Company, Platoon, and Crew/Individual) training strategy that describes the tasks, objectives, mixes of field and simulation training, training event realism, event frequency and duration, and training gates (prerequisites). The missions that are covered within the Revised BLTM include Tactical Road March, Occupy Assembly Area, Movement to Contact, Attack, and Defend during day and night conditions.

The Subject Matter Expert (SME) Team developed the Revised BLTM to serve as a prototype for guiding and standardizing the combined arms training strategies for nine other battalion types. In developing the prototype, the SME Team created an approach and methodology defensible with ODCSOPS-TR and suitable for application across the additional nine battalion types. Standardization of processes and products were key objectives for the prototype. The most visible product was a matrix linking required training tasks to specific exercises, prerequisites, level of participation, and desired outcome. In essence, the matrix is envisioned as a template for structuring development and documentation of the full set of training strategies. The SME Team and key government personnel will review the prototype in draft form. Suggestions and recommendations from this process will be incorporated into the prototype to produce a refined "template" and developmental methodology which are suitable for every type of battalion.

## APPENDIX A

### List of Critical Combat Functions (Heavy Battalion Task Force)

Battlefield Operating System	Critical Combat Function	Number
Intelligence	Conduct Intelligence Planning	1
	Collect Information	2
	Process Information	3
	Disseminate Information	4
Maneuver	Conduct Tactical Movement	5
	Engage Enemy with Direct Fire and Maneuver	6
Fire Support	Employ Mortars	7
	Employ Field Artillery	8
	Employ Close Air Support	9
	Coordinate, Synchronize, and Integrate Fire Support	15
ADA	Take Active and Passive Air Defense Measures	16/17
Command and Control	Plan for Combat Operations	18
	Direct and Lead Units in Preparation for Battle	19
	Direct and Lead Units in Execution of Battle	20
Mobility and Survivability	Overcome Obstacles	21
	Provide Counter-mobility	23
	Enhance Physical Protection	24
	Provide Operations Security	25
	Provide Decontamination	27
Combat Service Support	Provide Transport Services	28
	Conduct Supply Operations	29
	Provide Personnel Services	30
	Maintain Weapons Systems and Equipment	31
	Treat and Evacuate Battlefield Casualties	33

**APPENDIX B**  
**LIST OF MAJOR TRAINING MEDIA**

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## ARMOR BATTALION TASK FORCE

### FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
Movement to Contact	4/Quarterly	= 2 Days	2 - FTXs (1 EXEVAL)	A	Full TF	TF Staff - Proficient in all "A" Level tasks. Company "B" Level tasks. Fires - Mortar Plt proficient at "B" level firing tasks. Command posts - proficient to "B" level. Logistics - proficient to "B" level.	A Level EXEVAL requires OCs. Both FTX require OPFOR.  Non-organic battalion elements attached as TF are at "B" level proficiency.
		~ 12 Hrs	1 - STX (BN) SIMNET/CCTT*	B	TF (-) No vehicles	TF Staff proficient in all "A" level tasks. Company "B" level tasks	SAFOR/OCs  Part Task Trainer
		~ 18 Hrs	1 - CPX BBS (Co Cdrs)	B	All C2 Veh Ltd. CSS	TF Staff proficient at "B" level tasks. CO Cdrs proficient at "C" level ITP tasks. Command posts proficient at "C" level tasks.	SAFOR/OC (If available)  TF CDR/TF Staff "A" event.
		~ 18 Hrs	1 CPX JANUS	B	All C2 Veh Ltd. CSS	TF Staff proficient at "B" level tasks. CO Cdrs proficient at "C" level ITP tasks. Command posts proficient at "C" level tasks.	Interactors required.  TF Staff "A" event.
		Variable	Option - MAPEX TEWT (Cdr/XO - staff)	C	Leaders use HUMMVs	TF Staff proficient "C" level.	

\* Current sites capable of BN/TF Ft. Knox and 7th ATC.

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## ARMOR BATTALION TASK FORCE

### FIGHT

Events (Task)	Freq/Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
Attack	4/Quarterly	=2 Days	2 - FTXs (1 EXEVAL)	A	Full TF	- TF Staff - Proficient in all "A" Level tasks. - Company "B" Level tasks. - Fires - Mortar Plt proficient at "B" level firing tasks. - Command posts - proficient to "C" level. - Logistics - proficient to "B" level.	A Level EXEVAL requires OCs. Both FTX require OPFOR. Non-organic battalion elements attached as TF are at "B" level proficiency.
		~12 Hrs	1 - STX (BN) SIMNET/CCITT*	B	TF (-) No vehicles	TF Staff proficient in all "A" level tasks. Company "B" level tasks	SAFOR/OCs Part Task Trainer
		~18 Hrs	1 - CPX BBS (Co Cdrs)	B	All C2 Veh Ltd. CSS	TF Staff proficient at "B" level tasks. CO Cdrs proficient at "C" level ITP tasks. Command posts proficient at "C" level tasks.	SAFOR/OC (If available) TF CDR/TF Staff "A" event.
		~18 Hrs	1 CPX JANUS	B	All C2 Veh Ltd. CSS	TF Staff proficient at "B" level tasks. CO Cdrs proficient at "C" level ITP tasks. Command posts proficient at "C" level tasks.	Interactors required. TF Staff "A" event
		Variable	Option - MAPEX TEWT (Cdr/XO - staff)	C	Leaders use HUMMVs	TF Staff proficient "C" level.	

\*Current sites capable of BN/TF Ft. Knox and 7th ATC.

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## ARMOR BATTALION TASK FORCE

### FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
Defend	4/Quarterly	= 2 Days	2 - FTXs (1 EXEVAL)	A	Full TF	- TF Staff - Proficient in all "A" Level tasks. - Company "B" Level tasks. - Fires - Mortar Plt proficient at "B" level firing tasks. - Command posts - proficient to "C" level. - Logistics - proficient to "B" level.	A Level EXEVAL requires OCs. Both FTX require OPFOR.  Non-organic battalion elements attached as TF are at "B" level proficiency.
		~ 12 Hrs	1 - STX (BN) SIMNET/CCTT*	B	TF (-) No vehicles	TF Staff proficient in all "A" level tasks. Company "B" level tasks	SAFOR/OCs  Part Task Trainer
		~ 18 Hrs	1 - CPX BBS (Co Cdrs)	B	All C2 Veh Lim. CSS	TF Staff proficient at "B" level tasks. CO Cdrs proficient at "C" level ITP tasks. Command posts proficient at "C" level tasks.	SAFOR/OC (If available)  TF CDR/TF Staff "A" event.
		~ 18 Hrs	1 CPX JANUS	B	All C2 Veh Lid. CSS	TF Staff proficient at "B" level tasks. CO Cdrs proficient at "C" level ITP tasks. Command posts proficient at "C" level tasks.	Interactors required.  TF Staff "A" event.
		Variable	Option - MAPEX TEWT (Cdr/XO - staff)	C	Leaders use HUMMVs	TF Staff proficient "C" level.	

\*Current sites capable of BN/TF Ft. Knox and 7th ATC.

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ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
Tactical Road March	2/ Bi Annual	= 1 Day	2 FTX	A	All TF Vehs	- TF Staff: March Plan. "B"	Part of FTX.
			2 CPX	B	All C2 Vehs Ltd. CSS	- CO/TM: March STX "B" -TF(-): March STX "B"	
Assembly Area Opns	2/ Bi Annual	1 Day	2 FTX	A	Full TF	- Staff: AA Plan. "C"	
			2 CPX	B	All C2 Vehs & Ltd. CSS	- CO/TM: AA STX "B" - TF (-): TEWT "C"	Part of ATK or MTC FTX Planning/Prep Phase.
Totals (A)	2	~18 Days		A	Full TF	2 B/C Level required in preparation	
Totals (B/C)	2	~10 Days		B/C	All C2 Vehs & Ltd. CSS		SIMNET/CCTT Requires no vehicles.

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
COMMAND & CONTROL							
Perform Command & Control of BN/TF (CCF 18, 19, 20)	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles)
		~4 Days	2 Events: • CPX BBS (CO Cdrs) • CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks, CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
				A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level.	Interactors required.
			OPTION STAFFEX				
Plan for Combat Operations (CCF 18)		~8 Hrs	STAFFEX - Develop OPORD - Brief OPORD	B	Cdr & staff CO Cdrs	Staff officer ITP "C" level minimum.	"B" level BOS STAFFEX is more appropriate entry level.
				C	XO & Staff		ITP "C" level CBT* module for position or CAS3.

\* Computer Based Training for BN/TF Staff (Developmental Ft. Benning)

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# ARMOR BATTALION TASK FORCE (STAFF)

## FIGHT

Events (Task)	Freq/Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<b>COMMAND &amp; CONTROL</b>							
Direct and Lead Units During Preparation for Battle (CCF 19)		~4 Hrs	STAFFEX rehearsal/rock drill.	B	Cdr & Staff CO Cdrs	"B" level BOS STAFFEX. Staff officer ITP "C" level minimum.	
				C	XO & Staff	Staff officer ITP "C" level minimum.	Part Task Trainer only
Direct and Lead Units In Execution for Battle (CCF 20)		~4 Hrs	CST**/STAFFEX	B	XO S2, S3, FSO	Staff officer ITP "C" level (CAS 3/CBT* Module)	
		~8 Hrs	TEWT	C	Cdr staff CO/TM Cdrs TF C4I2 vehicles	Staff officer ITP "C" level minimum.	"C" Training event for TF
Communicate	6/2 Months	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	Supervisor/Operators proficient at "B" level.	
		~4 Days	2 CPX	B	All C3 vehicles with comm equip	Supervisor/Operators proficient at "B" level.	Conditions are less arduous than FTX.
		~1 Day	2 COMMEX/digital rehearsal	C	BN C3 vehicles	Supervisor/operators proficient at "C" level ITP.	Operator/train up could be imbedded in CP training.
Operate CPs -Main -CTCP -FTCP	6/2 Months	~9 Days	2 FTX	A	Full TF	CP Staffs at "A" level proficiency	
		~4 Days	2 CPX	B	All CPs with vehicles	CP Staffs at "B" level proficiency.	
		~1 Day	2 CP Training	C	All CPs with vehicles	CP Staffs at "C" level ITP proficiency.	CP/Train Up could be imbedded in COMME.

\* Computer Based Training for BN/TF Staff (Developmental Ft. Benning)

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\*\* Commander & Staff Trainer: Computer-based training for battlefield information processing (Developmental Ft. Knox)

ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
INTELLIGENCE OPERATIONS (S2 OPERATIONS)							
Perform Intelligence Operations (CCF 1,2,3,4)	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles)
		~4 Days	2 Events: • CPX BBS (CO Cdrs)	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
			• CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	Interactors required.
Conduct Intelligence Planning (1)			OPTION				
		~4 Hrs	STAFFEX -Develop R & S Plan	B	S3, S2, S3A Scout Platoon Leader	Staff officer ITP "C" level (completion of intelligence course/CBT S2 module)	Option STAFFEX for preparation for CCF 18 and perform command and control of BN/TF (18/19/20)

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# ARMOR BATTALION TASK FORCE (STAFF)

## FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
INTELLIGENCE OPERATIONS (S2 OPERATIONS)							
Collect Information (2)		~3 Days	Scout Platoon STX (Proficiency Lane Training)	B	S2/S3 Scout Platoon BN CP Elements, HHC CSS Elements	Scout Platoon "B" level proficiency. CP "C" level proficiency S2 Section "C" level proficiency Individuals "C" level ITP proficiency.	S2, S3 sections participate as a "B" level training event.
Process Information (3)			CST*/STAFFEX	B*/C	XO S2/S3/FSO	Staff officer ITP "C" level (Completion of intelligence course/CBT S2 Module)	Combined with Disseminate Intelligence (4).
Disseminate Intelligence (4)			CST*/STAFFEX	B*/C	XO S2/S3/FSO	Staff officer ITP "C" level (Completion of intelligence course/CBT S2 Module)	Combined with Process Information (4)

\* Computer Based Training for BN/TF Staff (Developmental Ft. Benning)

\*\* Commander & Staff Trainer: Computer-based training for battlefield information processing. (Developmental Ft. Knox)

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# ARMOR BATTALION TASK FORCE (STAFF)

## FIGHT

Events (Task)	Freq/Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MANEUVER OPERATIONS							
Conduct Tactical Movement (CCF 5 P/P/E)	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles)
		~4 Days	2 Events: • CPX BBS (CO Cdrs)	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
			• CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	Interactors required.
			OPTION STAFFEX				
Plan/Conduct Tactical Movement (CCF 5-)		~1 Day	STAFFEX/TEWT	B	S3, S2, HHC Cdr BMO, S4 (Eng/ADA LNO optional)	Staff Officer ITP "C" level (Completion of CAS3, CBT* for position)	Integrate in offensive operational scenario.

\* Computer Based Training for BN/TF Staff (Developmental Ft. Benning)

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MANEUVER OPERATIONS							
Engage Enemy with Direct Fire and Maneuver (CCF 6)	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles)
		~4 Days	2 Events:  ●CPX BBS (CO Cdrs)  ●CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
				A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	Interactors required.
		OPTION	STAFFEX				
Plan		~8 Hrs	Option/STAFFEX	C	Cdr, Staff, TM Cdrs	Staff Officer/CO Cdrs ITP "C" level	Orders drill and brief.
Prepare/Execute		~8 Hrs	TEWT	C	Cdr, Staff, TM Cdrs HMMVS	Staff Officer/CO Cdrs ITP "C" level	More on ground possible vignettes: engagement areas, direct fire planning, coordination, etc.

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# ARMOR BATTALION TASK FORCE (STAFF)

## FIGHT

Events (Task)	Freq/Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<b>FIRE SUPPORT</b>							
Fire Support Operations	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/LNOs proficient at "A" level. (CPX Roles) Coordination with DIVARTY required. Integrated FCX possible.
		~4 Days	2 Events: • CPX BBS (CO Cdrs)	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
			• CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	Interactors required.
			<b>OPTION STAFFEX</b>				
Plan Fire Support (Coordinate, Synchronize & Integrate Fire Support (15))		~8 Hrs	Fire Support STAFFEX	B	XO & Staff FSO, FSE, ALO, TACP, CO FSO, DS ARTY BN S3, FDCs, Mortar PLT & FDC	FSO, FSE, ALO, & TACP Technical proficiency ITP "C" Familiarization in intra-staff responsibilities. ITP "C".	CPX, STAFFEX, will require interaction with DS BN S3 & FDC; Bde S3 & FSO; CO/TM FSOs (Stand alone exercise). Digital rehearsal Coordination with DIVARTY
Plan to Employ Mortars (CCF 7)		~4 Hrs	Mortar Platoon TEWT	B	S3, FSO & Mortar PLT	Mortar Platoon Leader: technical proficiency "C". - FSO: technical proficiency "C" - FSE: technical proficiency "C" - FSO, TF Staff & Mortar PLT STAFFEX "B"	Incorporate into TF FTX or CPX.

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<b>FIRE SUPPORT</b>							
Plan to Employ Artillery (CCF 8)		~8 Hrs	STAFFEX Develop: - Artillery Fire Support Plan. - Artillery portion of TF OPORD	B	S3, S2, FSO	- S3: ITP "C" - S2: ITP "C" - FSP: ITP "C"	
Plan to Employ Close Air Support (CCF 8)		~8 Hrs	STAFFEX Develop: - Request for CAS - SEAD Plan	B	S3, S2, ALO, FSO & ADLNO	- S3: ITP "C" - S2: ITP "C" - ALO: ITP "C" - FSO: ITP "C" - ADLNO: ITP "C"	
Plan Coordinated, Synchronized, and Integrated Fire Support		~8 Hrs	STAFFEX Develop: Fire Support	B	S3, S2, ALO, FSO, ADLNO & CO/TM FSOs		
Perform Fire Support (Execute)		1 Day	FCX	C	S3, S2, FSO, ALO, Mortar PL, Mortar PLT, Arty S3, Arty BN FDC, CO/TM FSO & TF FSE		Options for FCX: - All TF CBT Velis, FIST-V, COLT, TACP, etc. - Major Caliber w/subcal - TEWT Combined w/Fire Support COMMEK (DIVARTY) - Could integrate FCX for FTX/ CPX.
Perform Fire Support (Prepare)		2-3 Days	FTX	A	S3, S2, FSO, ALO, Mortar PL, Mortar PLT, Arty S3, Arty BN FDC, CO/TM FSO & TF FSE	- Fire Support STAFFEX - CO/TM FCX	

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
AIR DEFENSE							
Perform Air Defense Operations (CCF 16, 17)	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles) Coordination with ADA BN and division units required.
		~4 Days	2 Events: •CPX BBS (CO Cdrs)	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
			•CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	Interactors required.
			OPTION STAFFEX				
Plan Air Defense Operations (Passive 17, Active 16)		~4 Hrs	AD STAFFEX Develop: AD portions of TF OPORD	B	XO, ADLNO, S3, S2 & ADA PLT (ALO & Army Avn LNO)	ITP "C" level for ADA Platoon leader/platoon. Staff ITP "C" level.	Coordination with ADA BN and division units required.
Perform Air Defense Operations (Passive 17, Active 16)		~4 Hrs	AD TEWT	B	XO, ADLNO, S3, S2 & ADA PLT (ALO & Army Avn LNO)	ITP "C" level for ADA Platoon leader/platoon. Staff ITP "C" level.	

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOBILITY/ COUNTER- MOBILITY/ SURVIVABILITY							
Perform M/CM/S Operations (CCF 24, 25, 27)	6/2 Monthly	~9 Days	2 FTX (1 EXEVAL) (Plan, Prepare, Execute)	A	Full TF	TF Staff proficient at "A" level. Command posts proficient at "B" level.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles) Coordination required with division chemical co and engineer required.
		~4 Days	2 Events:  • CPX BBS (CO Cdrs)	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	SAFOR/OC
			• CPX JANUS	A	Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	Interactors required.
			OPTION STAFFEX				
Plan to Enhance Physical Protection (CCF 24)		~8 Hrs	STAFFEX Develop: - Terrain Analysis - Survivability Portion of TF OPORD: Engr Annex, LOG Annex & NBC Annex	B	S3, S2, Engr, & CMLO	- S3: ITP "C" - S2: ITP "C" - TF FSO: ITP "C" - TF Engr: ITP "C"	STAFFEX could be incorporated with CCF 6 STAFFEX

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOBILITY/ COUNTER- MOBILITY/ SURVIVABILITY							
Perform M/CM/S Operations (Prep/Execute)		~2-3 Days	CO FTX	B	Full TF	STAFFEX s Regarding M/CM/S CO/Tm must be prof at: - Sitting Positions - Sitting Obstacles - Constructing Obstacles	Integrated Lane Training for tasks.
Perform M/CM/S Operations (Execute)		~8Hrs	CO FTX	B	TF C4I2	STAFFEXs Regarding M/CM/S	Integrated in maneuver TEWT as an option.
Plan to Provide Decon (CCF 27)		~8 Hrs	STAFFEX Develop: - NBC Estimate - MOPP Analysis - NBC Anx	B	S2, CML0, & Surg	- S2: ITC - CML0 ITC - Surg: ITC	
Perform Decon (CCF 27) (Prepare, Plan, & Execute)		~1 Day	TF FTX	A	TF C4I2, & Div Decon Plt Ldr	- Decon STAFFEX: "A" - CO/Tm Proficiency Basic skills Decon Hasty Decon Delib Decon	FTX Counter tasks should include NBC counter tasks.

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOBILITY/ COUNTER- MOBILITY/ SURVIVABILITY							
Plan to Provide OPSEC (CCF 25)		~8 Hrs	STAFFEX Develop: - Counter RECCE Plan . . . - OPSEC Considerations	B	S2, S3, FSO, & CESO (No Velis)	- S2: ITP "C" - S3: ITP "C" - FSO: ITP "C" - CESO: ITP "C"	
Provide OPSEC (Execute) (CCF 25)		~2-3 Days	Scout Platoon STX/CO TM FTX	A	C4I2	OPSEC STAFFEX	

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
CSS OPERATIONS							
Perform CSS Operations P/P/E/AAR (CCF 28, 29, 30, 31, 33)	6/2 Monthly	~9 Days  ~4 Days	2 FTX (1 EXEVAL)  2 Events: • CPX BBS (CO Cdrs) • CPX JANUS	A  A  A	Full TF  Cdr & staff all C2 vehicles Ltd. CSS  Cdr & staff all C2 vehicles Ltd. CSS	TF Staff proficient at "A" level. Command posts proficient at "B" level.  TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.  TF Staff proficient at "B" level tasks CO Cdrs proficient at "C" level ITP tasks.	All non-BN staff element/ LNOs proficient at "A" level. (CPX Roles) Coordinate FSB support.  SAFOR/OC  Interactors required.
			OPTION STAFFEX				
Plan Combat Service Support Operations	4/3 Months	8 Hrs	STAFFEX Develop: TF SVC Spt Annex	B	XO Staff	Plan STAFFEX(s) (CCFs 28,29,30,31,33) "C"	
Plan to Provide Personnel Services (30)		8 Hrs	STAFFEX Develop: Pers status rpt, plan for repl, plan for EPW & personnel portion of SVC SPT Annex	B	S1, PAC NCO, Chap, CO ISG, & Bde Surg (no velis)	- S1: Individual technical prof "C". - PAC: Technical Prof "C". - Chap: Individual Technical Prof "C".	

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ARMOR BATTALION TASK FORCE (STAFF)

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
CSS OPERATIONS							
Plan to Treat and Evacuate Casualties (33)		8 Hrs	STAFFEX (Plan) Develop: Casualty Estimate, Evac Plan, & Treatment Plan	B	S1, Med Plt Ldr, Med Plt SGT (No Vehs)	- S1: Indiv technical Prof "C". - Med Plt Ldr & Surg: Indiv technical Prof. "C". - Med PSG: Indiv technical Prof. "C".	
Plan to Maintain Weapons Systems and Equipment (31)	4/3 Months	8 Hrs	STAFFEX (Plan) Develop: Equip status rpt & Maint portion of SVC Spt Anx	B	S4, BMO, BMT, & CESO (No Vehs)	Individual Technical Proficiency (ITP) - S4: ITP "C" - BMO: ITP "C" - BMT: ITP "C" - CESO: ITP "C"	
Plan to Provide Transport Services (28)	4/3 Months	8 Hrs	STAFFEX (Plan) Develop: Trans portion of SVC Spt Anx	B	S4, Spt Plt Ldr, Med Plt Ldr, BMO, Spt Plt, & CO ISGs (No Vehs)	- S4: ITP "C" - Spt Plt Ldr: ITP "C"	Combine supply and transportation STAFFEX
Plan to Conduct Supply Operations (28)	4/3 Months	8 Hrs	STAFFEX Develop: Supply portion of SVC Spt Anx	B	S4, Spt Plt Ldr, Surg, & BMO (No Vehs)	- S4: ITP "C" - Spt Plt Ldr: "C"	Combine supply and transportation STAFFEX

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ARMOR BATTALION TASK FORCE (STAFF)

SUSTAIN

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
Plan to Provide Personnel Services (30)	4/3 Months	8 Hrs	STAFFEX Develop: Pers status rpt, plan for repl, plan for EPW & personnel portion of SVC SPT Anx	B	S1, PAC NCO, Chap, CO 1SG, & Bde Surg (no vehs)	- S1: Individual technical prof "C". - PAC: Technical Prof "C". - Chap: Individual Technical Prof "C".	
Plan to Treat and Evacuate Casualties (33)	4/3 Months	8 Hrs	STAFFEX (Plan) Develop: Casualty Estimate, Evac Plan, & Treatment Plan	B	S1, Med Plt Ldr, Med Plt SGT (No Vehs)	- S1: Indiv technical Prof "C". - Med Plt Ldr & Surg: Indiv technical Prof. "C". - Med PSG: Indiv technical Prof. "C".	
Plan to Maintain Weapons Systems and Equipment (31)	4/3 Months	8 Hrs	STAFFEX (Plan) Develop: Equip status rpt & Maint portion of SVC Spt Anx	B	S4, BMO, BMT, & CESO (No Vehs)	Individual Technical Proficiency (ITP) - S4: ITP "C" - BMO: ITP "C" - BMT: ITP "C" - CESO: ITP "C"	
Plan to Provide Transport Services (28)	4/3 Months	8 Hrs	STAFFEX (Plan) Develop: Trans portion of SVC Spt Anx	B	S4, Spt Plt Ldr, Med Plt Ldr, BMO, Spt Plt, & CO 1SGs (No Vehs)	- S4: ITP "C" - Spt Plt Ldr: ITP "C"	Combine supply and transportation STAFFEX

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Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
Plan to Conduct Supply Operations (28)	4/3 Months	8 Hrs	STAFFEX Develop: Supply portion of SVC Spt Anx	B	S4, Spt Plt Ldr, Surg, & BMO (No Vehs)	- S4: ITP "C" - Spt Plt Ldr: "C"	Combine supply and transportation STAFFEX
Plan Combat Service Support Operations	4/3 Months	8 Hrs	STAFFEX Develop: TF SVC Spt Anx	B	All of the Above	Plan STAFFEX(s) (CCFs 28,29,30,31,33) "C"	
Perform Combat Service Support Operations (Preparation)	2/6 Months	2-3 Days	TF FTX	A	Full TF	- STAFFEX: Plan CSS Operations "B"	
Perform Combat Service Support Operations (Execution)	4/3 Months	2-3 Days	TF CPX and FTX	B	Full C4I2 CPX	- STAFFEX: Plan CSS Operations "B"	"Execute" is trained at "A" level 4 times a year.

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INDIVIDUAL TRAINING PROFICIENCY

SUSTAIN

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
POM Qualification							
Weapons Qualification							
Maintenance : AOAP : Quarterly Services							
Army Physical Readiness Training							
A & R Program							
Family Support							
"Housekeeping" : TF Support : Post Support							
Leave							
Ceremonies							
Misc							

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOVEMENT TO CONTACT & ATTACK							
Perform Tactical Movement	12/Monthly	12 Hrs	4 FTXs : <ul style="list-style-type: none"><li>• 1 EXEVAL at TF level</li><li>• 1 EXEVAL at CO level</li><li>• 2 CO Directed events (PLT Focus)</li></ul>	A	Full CO/Tm w/all Systems	All platoons proficient at "A" level.	OPFOR/OCs Required "A" events.
		8 Hrs		B	All CO Systems	All Platoons proficient at "B" level (if TADDS available) Minimum all platoons proficient at "C" level.	These are "A" level events for platoon.
		8 Hrs 8 Hrs 4 Hrs 4 Hrs 4 Hrs 8 Hrs	8 Events (CO directed): <ul style="list-style-type: none"><li>• 2 FCX</li><li>• PRIME</li><li>• CCTT/SIMNET</li><li>• SANDTABLE</li><li>• MAPEX</li><li>• TEWT</li></ul>	B B B C C C	CO/TM (-) CO/TM (-) CO/TM (-) All key personnel, limited vehicles	All platoons at "C" level proficiency. All platoons/ldrs proficient at "C" level ITP.	These are "B" events for platoons. TADDS availability (Part Task Training).
Totals (A)	2	~24 Hrs		A		2 B Required	Hours vary with resource/TADDS availability.
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<b>MOVEMENT TO CONTACT &amp; ATTACK</b>							
Perform Actions on Contact	12/Monthly	12 Hrs	4 FTXs : <ul style="list-style-type: none"><li>• 1 EXEVAL at TF level</li><li>• 1 EXEVAL at CO level</li><li>• 2 CO Directed events (PLT Focus)</li></ul>	A	Full CO/Tm w/all Systems	All platoons proficient at "A" level.	OPFOR/OCs Required "A" events.
		8 Hrs		B	All CO Systems	All Platoons proficient at "B" level (if TADDS available)  Minimum all platoons proficient at "C" level.	These are "A" level events for platoon.
		8 Hrs 8 Hrs 4 Hrs 4 Hrs 4 Hrs 8 Hrs	8 Events (CO directed): <ul style="list-style-type: none"><li>• 2 FCX</li><li>• PRIME</li><li>• CC TT/SIMNET</li><li>• SANDTABLE</li><li>• MAPEX</li><li>• TEWT</li></ul>	B B B C C C	CO/TM (-) CO/TM (-) CO/TM (-) All key personnel, limited vehicles	All platoons at "C" level proficiency.  All platoons/ldrs proficient at "C" level ITP.	These are "B" events for platoons. TADDS availability (Part Task Training).
Totals (A)	2	~24 Hrs		A		2 B Required	
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	Hours vary with resource/TADDS availability.

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOVEMENT TO CONTACT & ATTACK							
Attack Enemy Positions (Assault Mounted & Dismounted)	12/Monthly	12 Hrs	4 FTXs : <ul style="list-style-type: none"><li>• 1 EXEVAL at TF level</li><li>• 1 EXEVAL at CO level</li><li>• 2 CO Directed events (PLT Focus)</li></ul>	A  A	Full CO/Tm w/all Systems	All platoons proficient at "A" level.	OPFOR/OCs Required "A" events.
		8 Hrs		B	All CO Systems	All Platoons proficient at "B" level (if TADDS available)  Minimum all platoons proficient at "C" level.	These are "A" level events for platoon.
		8 Hrs 8 Hrs 4 Hrs 4 Hrs 4 Hrs 8 Hrs	8 Events (CO directed): <ul style="list-style-type: none"><li>• 2 FCX</li><li>• PRIME</li><li>• CC TT/SIMNET</li><li>• SANDTABLE</li><li>• MAPEX</li><li>• TEWT</li></ul>	B B B C C C	CO/TM (-) CO/TM (-) CO/TM (-) All key personnel, limited vehicles	All platoons at "C" level proficiency.  All platoons/ldrs proficient at "C" level ITP.	These are "B" events for platoons. TADDS availability (Part Task Training).
Totals (A)	2	~24 Hrs		A		2 B Required	Hours vary with resource/TADDS availability
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOVEMENT TO CONTACT & ATTACK							
Attack Enemy by Fire	12/Monthly	12 Hrs	4 FTxs : <ul style="list-style-type: none"><li>• 1 EXEVAL at TF level</li><li>• 1 EXEVAL at CO level</li></ul>	A	Full CO/TM w/all Systems	All platoons proficient at "A" level.	OPFOR/OCs Required "A" events.
		8 Hrs	• 2 CO Directed events (PLT Focus)	A	All CO Systems	All Platoons proficient at "B" level (if TADDS available) Minimum all platoons proficient at "C" level.	These are "A" level events for platoon.
		8 Hrs 8 Hrs 4 Hrs 4 Hrs 4 Hrs 8 Hrs	8 Events (CO directed): <ul style="list-style-type: none"><li>• 2 FCX</li><li>• PRIME</li><li>• CC TT/SIMNET</li><li>• SANDTABLE</li><li>• MAPEX</li><li>• TEWT</li></ul>	B B B C C C	CO/TM (-) CO/TM (-) CO/TM (-) All key personnel, limited vehicles	All platoons at "C" level proficiency.	These are "B" events for platoons. TADDS availability (Part Task Training).
						All platoons/ldrs proficient at "C" level ITP.	
Totals (A)	2	~24 Hrs		A		2 B Required	Hours vary with resource/TADDS availability
Totals (B)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOVEMENT TO CONTACT & ATTACK							
Breach an Obstacle	6/2 Months	4 Hrs	2 FTXs: • 1 TF EXEVAL • 1 Co EXEVAL	A A	Full CO/Tm All Systems	All Platoons proficient at "A" Level.	"A" event requires OPFOR/OCs, engineer elements
		4 Hrs	2 Events (CO Directed) 2 STX Lanes	B	CO Systems	All platoons proficient at ITP "C" Level	"A" event lane training for platoons.
		4 Hrs	TEWT/ SANDTABLE	C	Ldrs Only	All platoon leaders TCs proficient at "C" level ITP.	
		~8		A		2 B Required	
Totals (A)	2						
Totals (B/C)	10	≤ 40		B/C		B/C/ Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
DEFEND							
Defend From a Battle Position	12/Monthly	18 Hrs	4 FTXs: • 1 EXEVAL at TF level • 1 EXEVAL at CO level	A  A	Full CO/Tm w/all Systems	All platoons proficient at "A" level.	"A" event requires OPFOR/OCs; engineer elements.
		8 Hrs	• 2 CO directed events (PLT Focus)	B	CO Systems	All Platoons proficient at "C" level.	These may be "A" level events for platoon if engineers are available.
		8 Hrs 8 Hrs 4 Hrs 4 Hrs 4 Hrs 8 Hrs	8 Events (CO directed): • 2 FCX • PRIME • CCTT/SIMNET • SANDTABLE • MAPEX • TEWT	C C C C C C	CO/TM (-) CO/TM (-) CO/TM (-) All key personnel, limited vehicles.	All platoons at "C" level proficiency.  All Platoons/Ldrs proficient at "C" Level ITP.	TADDS available provide part task training.
Totals (A)	2	~36		A		2 B Required	Hours vary with resource/TADDS availability
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<u>DEFEND</u>							
Construct a Hasty Obstacle	12/Monthly	2 Hrs	4 FTXs: • 1 EXEVAL at TF level • 1 EXEVAL at CO level	A A	Full CO/Tm w/all Systems	All platoons proficient at "A" level.	"A" Event requires OPFOR/OCs; engineer elements.
		8 Hrs	• 2 CO Directed events (PLT Focus)	B	All CO Systems	All Platoons proficient at "B" level (if TADDS available) Minimum all platoons proficient at "C" level.	These may be "A" level events for platoon, if engineers are available.
			8 Events (CO Directed) • SANDTABLE • MAPEX • TEWT • 2 FCX	C C C	CO/TM (-) Limited vehicles	All platoon leaders at "C" level ITP.	
Totals (A)	2	~4 Hrs		A		2 B Required	
Totals (B/C)	10	≤ 40		B/C		8 B/C Required	Hours vary with resource availability.

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
DEEEND							
Emplace a Minefield	12/Monthly	2 Hrs	4 FTXs: • 1 EXEVAL at TF level • 1 EXEVAL at CO level • 2 CO Directed events (PLT Focus)	A A B	Full CO/Tm w/all Systems  All CO Systems	All platoons proficient at "A" level.  All platoons proficient at "C" level.	OPFOR/OCs Required "A" events.  These are "A" level events for platoon.
		8 Hrs	8 Events (CO directed): • 2 FCX • SANDTABLE • MAPEX • TEWT	B C C C	CO/TM (-) All key personnel, limited vehicles.	All Platoons/Ldrs proficient at "C" Level ITP.	
Totals (A)	2	~4 Hrs		A		2 B Required	Hours vary with resource availability.
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
DEFEND							
Conduct a Counter Attack by Fire	12/Monthly	2 Hrs	4 FTXs : • 1 EXEVAL at TF level	A	Full CO/Tm w/all Systems	All platoons proficient at "A" level.	OPFOR/OCs Required "A" events.
		24 Hrs	• 1 EXEVAL at CO level	A			
		8 Hrs	• 2 CO Directed events (PLT Focus)	B	All CO Systems	All Platoons proficient at "B" level (if TADDS available)  Minimum all platoons proficient at "C" level.	These are "A" level events for platoon.
Totals (A)	2	8 Hrs	8 Events (CO directed): • 2 FCX • PRIME • CC TT/SIMNET • SANDTABLE • MAPEX • TEWT	B	CO/TM (-)	All platoons at "C" level proficiency.	These are "B" events for platoons. TADDS availability (Part Task Training).
		8 Hrs		B	CO/TM (-)		
		4 Hrs		B	CO/TM (-)		
Totals (B/C)	10	4 Hrs		C	All key personnel, limited vehicles	All platoons/ldrs proficient at "C" level ITP.	
		4 Hrs		C			
		8 Hrs		C			
Totals (A)	2	~4 Hrs		A		2 B Required	Hours vary with resource availability.
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOVEMENT TO CONTACT & ATTACK/DEFEND							
Employ Fire Support	12/Monthly	2 Hrs	4 FTXs: • 1 EXEVAL at TF level • 1 EXEVAL at CO level • 2 CO Directed events (PLT Focus)	A  A  B	Full FSO section, all vehicles.   All CO Systems	All platoons proficient at "A" level.   All key personnel proficient at "B" level.	Fire marking system required for "A" events.
		8 Hrs					
		8 Hrs	8 Events (CO directed): • 2 FCX • PRIME • CC TT/SIMNET • SANDTABLE • MAPEX • TEWT	B B B C C C	CO/TM (-) CO/TM (-) CO/TM (-) All key personnel, limited vehicles	All platoons at "C" level proficiency.  All platoons/ldrs proficient at "C" level ITP.	These are "B" events for platoons. TADDS availability (Part Task Training).
Totals (A)	2	~4 Hrs		A		2 B Required	Hours vary with resource and TADDS availability.
Totals (B/C)	10	≤ 48		B/C		8 B/C Required	

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ARMOR COMPANY TEAM  
ARMOR BATTALION TASK FORCE

*FIGHT*

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<u>MOVEMENT TO CONTACT &amp; ATTACK/DEFEND</u>							
Occupy an Assembly Area	6/Bi-Monthly	6 Hrs 6 Hrs 4 Hrs	2 FTXs (EXEVAL) 2 FTX 8 TEWT/SANDTABLE	A B C .	Full CO/TM All systems Key personnel	All platoons proficient at "B" level Key personnel: ITP "C"	Best as integral event in every FTX.
Conduct Consolidation and Reorganization Activities	6/Bi-Monthly	2 Hrs	Imbedded in every FTX or appropriate event	A/B/C	Full CO/TM to key personnel	Platoons and leaders at "C" level	Best as imbedded event in every FTX.

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TANK PLATOON  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Perform Assembly Area Activities*	12 Monthly	~3 Hrs	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A	PLT w/4 tanks	Platoon - "B" Level if SIMNET/CC TT available "C" Level (Min) proficiency at crew level (SANDTABLE)	Imbedded in quarterly field exercise. OPFOR/OCs (EXEVAL as TF, CO/TM)
				A			
		~3 Hrs	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
Totals (A) (Required)	5	~1 Hr	≤ 7 SANDTABLE Training	C	TCs	"C" Level: ITP TC Level	At least 1 SANDTABLE/rehearsal is required for prep to "A" quality events each quarter.
		~15 Hrs		A	PLT w/4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level.	

\*Defend Task Also

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TANK PLATOON  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Move Tactically*	12/Monthly	~8 Hrs	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A  A	PLT w/4 tanks	Platoon - "B" Level if SIMNET/CCTT available  - "C" Level (Min) proficiency at crew level (SANDTABLE)	Imbedded in quarterly field exercisc.  OPFOR/OCs (EXEVAL as TF, CO/TM).
		~1 Hr	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~2 Hrs	≥ 4 SIMNET/CC TT STX (if available)	B	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum).
		~1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	Imbedded in larger STX TRNG scenario.
		~1 Hr	≤ 4 SANDTABLE Training	C	TCs	"C" Level: ITP TC Level	At least 1 SANDTABLE/rehearsal is required for prep to "A" & "B" quality events each quarter
Totals (A) (Required)	5	~33 Hrs		A	PLT w/ 4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level	

\*Defend Task Also

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TANK PLATOON  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Execute Actions on Contact	12/Monthly	~8 Hrs	=4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A	PLT w/4 tanks	- "B" Level if SIMNET/CC TT available - "C" Level (Min) proficiency at crew level (SANDTABLE)	Imbedded in quarterly field exercise OPFOR/OCs (EXEVAL as TF, CO/TM).
		~1 Hr	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario.
		~2 Hrs	≥ 4 SIMNET/CC TT STX (if available)	B	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario.
		~1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	Imbedded in tactical scenario.
		~1 Hr	≤ 4 SANDTABLE Training	C	TCs	"C" Level: ITP TC Level	At least 1 SANDTABLE/rehearsal is required for prep to "A" and "B" quality events each quarter.
Totals (A) (Required)	5	~33 Hrs		A	PLT w/4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level	

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TANK PLATOON  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Assault Enemy Position	12/Monthly	~8 Hrs	=4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A	PLT w/4 tanks	Platoon - "B" Level if SIMNET/CC TT available	Imbedded in quarterly field exercise.
				A		- "C" Level (Min) proficiency at crew level (SANDTABLE)	OPFOR/OCs (EXEVAL as TF, CO/TM)
		~1 Hr	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	Imbedded in tactical scenario.
		~2 Hrs	≥ 4 SIMNET/CC TT STX (If available)	B	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario.
		~1 Hr	≤ 4 SANDTABLE Training	C	TCs	"C" Level: ITP TC Level	At least 1 SANDTABLE/ rehearsal is required for prep to "A" and "B" quality events each quarter
Totals (A) (Required)	5	~33 Hrs		A	PLT w/ 4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level	

TANK PLATOON  
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# ARMOR BATTALION TASK FORCE

## FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Perform Attack By Fire	12/Monthly	~ 8 Hrs	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A  A	PLT w/4 tanks	Platoon - "B" Level if SIMNET/CC TT available  - "C" Level (Min) proficiency at crew level (SANDTABLE)	Imbedded in quarterly field exercise.  OPFOR/OCs (EXEVAL as TF, CO/TM)
		~ 1 Hr	= 1 TGT XII, (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~ 1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	Imbedded in tactical scenario.
		~ 2 Hrs	≥ 4 SIMNET/CC TT STX (If available)	B	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario.
		~ 1 Hr	≤ 4 SANDTABLE Training	C	TCs	"C" Level: ITP at TC Level.	At least 1 SANDTABLE/ rehearsal is required for prep to "A" and "B" quality events each quarter
Totals (A) (Required)	5	~ 33 Hrs		A	PLT w/ 4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level	

# TANK PLATOON

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## ARMOR BATTALION TASK FORCE

### FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Take Actions at Obstacle		~.5	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
	12/Monthly	~2 Hrs	=4 FTX • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A B B	PLT w/4 tanks	Platoon - "B" Level if SIMNET/CC TT available - "C" Level (Min) proficiency at crew level (SANDTABLE)	Imbedded in quarterly field exercise. OPFOR/OCs (EXEVAL as TF, CO/TM).
		~1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	
		~1 Hr	≥ 4 SIMNET/CC TT STX (If available)	C	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario. Part Task Training Only.
		~1 Hr	≤ 4 SANDTABLE Training	C	TCs	"C" Level: ITP at TC Level.	At least 1 SANDTABLE/ rehearsal is required for prep to "A" and "B" quality events each quarter
Totals (A) (Required)	3	4.5 Hrs		A	PLT w/4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level	

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TANK PLATOON  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
ATTACK							
Perform Consolidation & Reorganization*	12/Monthly	~ 1 Hr	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal, EVAL/OPFOR)	A	PLT w/4 tanks	Platoon - "B" Level if SIMNET/CC TT available - "C" Level (Min) proficiency at crew level (SANDTABLE)	Imbedded in quarterly field exercise.  OPFOR/OCs (EXEVAL as TF, CO/TM).
		~ .5	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~ 1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	Imbedded in tactical scenario.
		~ .5	≥ 4 SIMNET/CC TT STX (if available)	C	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario. Part Task Training Only.
Totals (A) (Required)	5	~ .5	≤ 7 SANDTABLE Training	C	TCs	"C" Level: ITP TC Level	At least 1 SANDTABLE/rehearsal is required for prep to "A" and "B" quality events each quarter.
		≤ 4.5 Hrs		A	PLT w/4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 3.5 Hrs		B/C	PLT	"C" Level Required for "B" Level	

\*Defend Task Also

TANK PLATOON  
(DRAFT)

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ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
DEFEND							
Occupy a Platoon Battle Position	12/Monthly	~.5	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~8 Hrs	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A B	PLT w/4 tanks	- "B" Level if SIMNET/CC TT available - "C" Level (Min) proficiency at crew level (SANDTABLE)	"A" Event imbedded in EXEVAL field exercise with engineer support. "B" Event does not have engineer Support. OPFOR/OCs (EXEVAL AS TF, CO/TM).
		~1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	
		~1 Hr	≥ 4 SIMNET/CC TT STX (If available)	C	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario. Part Task Training Only.
		~.5	≤ 7 SANDTABLE Training	C	TCs	"C" Level: ITP at TC Level.	At least 1 SANDTABLE/rehearsal is required for prep to "A" and "B" quality events each quarter
Totals (A) (Required)	3	~16.5 Hrs		A	PLT w/4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	9	≤ 30 Hrs		B/C	PLT	"C" Level Required for "B" Level	

TANK PLATOON  
ARMOR BATTALION TASK FORCE

(DRAFT)

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Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
<b>DEFEND</b>							
Execute a Platoon Defensive Mission	12/Monthly	~ 8 Hrs	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A  A	PLT w/4 tanks	Platoon Level - "B" Level if SIMNET/CC TT available  - "C" Level (Min) proficiency at crew level (SANDTABLE)	"A" Event imbedded in EXEVAL field exercise with engineer support. "B" Event does not have engineer Support. OPFOR/OCs (EXEVAL as TF, CO/TM).
		~ .5	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~ 1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	
		~ 1 Hr	≥ 4 SIMNET/CC TT STX (if available)	C	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX training scenario. Part Task Training Only.
		~ .5	≤ 7 SANDTABLE Training	C	TCs	"C" Level: ITP at TC Level.	At least 1 SANDTABLE/rehearsal is required for prep to "A" & "B" quality events each quarter
		~ 1 Hr	≥ 1 PGS/TWGS Table (if available)	C	PLT	- "C" Level at platoon	Imbedded in tactical scenario. Part Task Training Only
Totals (A) (Required)	5	~ 16.5		A	PLT w/ 4 tanks	5 "B/C" Level required	
Totals (B/C) (Required)	7	≤ 30 Hrs		B/C	PLT	"C" Level required for "B" Level	

TANK PLATOON  
ARMOR BATTALION TASK FORCE

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Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
DEFEND							
Displace to a Subsequent Platoon Battle Position	12/Monthly	~8 Hrs	=4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A  A	PIT w/4 tanks	- "B" Level if SIMNET/CC TT available  - "C" Level (Min) proficiency at crew level (SANDTABLE)	"A" Event imbedded in EXEVAL field exercise with engineer support. "B" Event does not have engineer Support. OPFOR/OCs (EXEVAL as TF, CO/TM).
		~.5	= 1 TGT XII (EXEVAL)	A	PLT w/4 tanks	- "A" Level crew TGT VIII - "B/C" Level at platoon (TADDS availability)	EXEVAL by local regulation. Imbedded in gunnery scenario
		~1 Hr	PRIME (TADDS availability)	B	PLT w/4 tanks	- "C" Level at platoon	
		~1 Hr	≥ 4 SIMNET/CC TT STX (If available)	C	PLT	- "C" Level proficiency at crew level (SANDTABLE)	SAFOR/OC (TF or TM Internal at minimum). Imbedded in larger STX TRNG scenario. Part Task Training Only.
		~.5	≤ 7 SANDTABLE Training	C	TCs	ITP	At least 1 SANDTABLE rehearsal is required for prep to "A" and "B" quality events each quarter
Totals (A) (Required)	5	~33 Hrs		A	PLT w/4 tanks	5 "B/C" Level Required	
Totals (B/C) (Required)	7	≤ 7 Hrs		B/C	PLT	"C" Level Required for "B" Level	

TANK PLATOON  
ARMOR BATTALION TASK FORCE

FIGHT

(DRAFT)

(DRAFT)

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
DEFEND							
Execute, Construct, Emplace Obstacles and Hasty Minefields	12/Monthly	~ 16 ~ 8	= 4 FTXs: • 2 EXEVAL (TF, CO/TM) • 2 CO Directed (Internal EVAL/OPFOR)	A B	PLT w/4 tanks	- "B" Level if SIMNET/CC TT available - "C" Level (Min) proficiency at crew level (SANDTABLE)	"A" Event imbedded in EXEVAL field exercise with engineer support. "B" Event limited engineer Support. OPFOR/OCs (EXEVAL as TF, CO/TM).
		~ 1 Hr	≤ 4 SANDTABLE Training	C	TCs	"C" Level: ITP for TCs marking recording, etc. ITP for crewmen, ie., mines, etc.	At least 1 SANDTABLE/rehearsal is required for prep to "A" and "B" quality events each quarter
Totals (A) (Required)	2	~ 32 Hrs		A	PLT w/ 4 tanks	2 "B/C" Level Required	
Totals (B/C) (Required)	10	≤ 40 Hrs		B/C	PLT	"C" Level Required for "B" Level	

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CREW/INDIVIDUAL  
ARMOR BATTALION TASK FORCE

FIGHT

Events (Task)	Freq/ Interval	Estimated Duration	Means (Media)	Quality	Training Unit	Gates	Remarks (Includes purpose of event)
MOYE							
Operate Assigned Vehicle	4/Quarterly	~90 Hrs	4 FTX	A	Full crew w/tank	Crew "B" level proficiency	Crew level proficiency/ safety in day/night operations in tactical scenario.
						Driver/TC "B" level proficiency	Driver/TC have operated day, night and on terrain.
						Driver "A" level proficiency	Driver licensed qualified on day/night operations.
	=1 (As required)	~8 Hrs	Crew Drill Driver/TC/Loader Training day/night (Driving Course LTA)	B	TC/Driver/ Loader w/tank	Driver "B" level proficiency (licensed)	As required for new crew. Unit SOP/local regulation.
	=1 (As required)	~4 Hrs	Drivers Training on assigned vehicle.	C	All crewmen	AIT Graduate with driver's license.	Basic licensing requirement does not include defensive driving or other local requirements.

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**APPENDIX C**  
**MISSION/TASK TEMPLATE**

# ARMOR BATTALION TF

